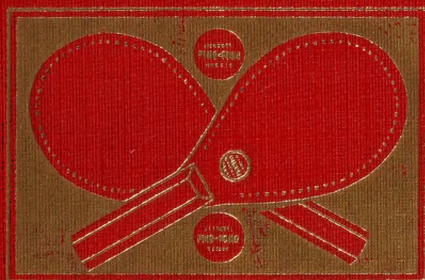


A MANUAL OF PING-PONG

TRADE MARK



THE GAME ITS TACTICS AND LAWS


Cornelius G. Schaad

INTRODUCTION BY
William T. Tilden 2nd

THE WALKER PRESS, INC.
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A MANUAL OF PING-PONG

Trademark
(Registered in U. S. Patent Office)

1929
THE GAME
ITS TACTICS
AND LAWS

By Cornelius G. Schaad

Member Metropolitan Ping-Pong Association of New York—Winner of Sidney W.
Goldsmith New Rochelle American Legion Handicap Tournament of 1927
from Scratch. Runner-up in New Rochelle City Championship of 1927.
Westchester County Doubles Champion with A. Kalen in 1928,
and Captain of New Rochelle "Y" Ping-Pong Team
of 1927-1928.

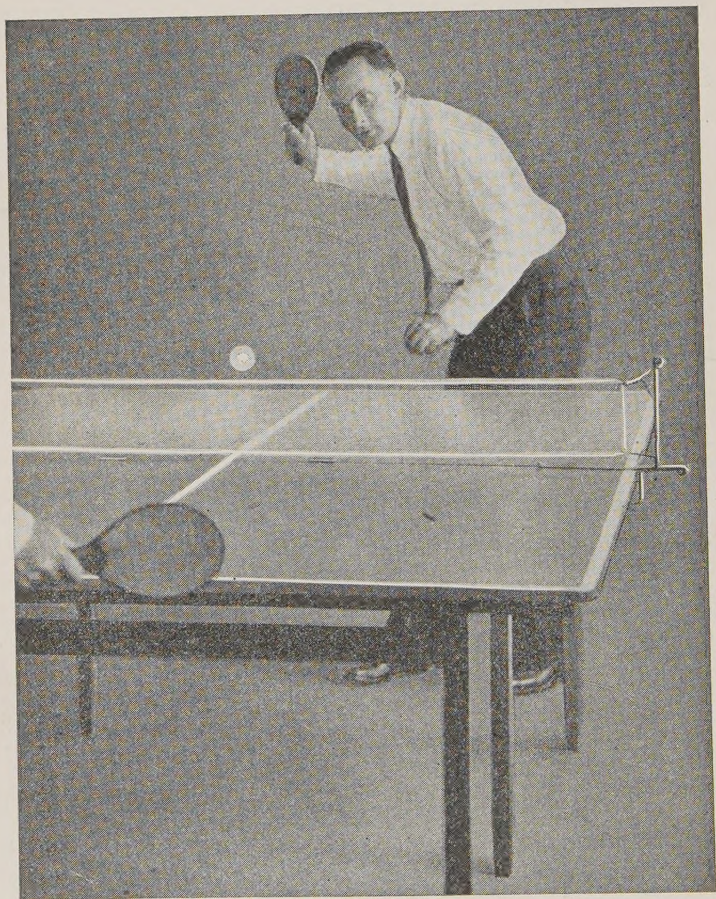
WITH INTRODUCTION BY

William T. Tilden, 2nd

THE WALKER PRESS, INC.

PUBLISHERS

BOSTON, MASS.



THE AUTHOR

Sincerely,
Neil Schoad

2 1/2 11 N.Y. April 8, 1930.

PUBLISHERS ANNOUNCEMENT

The author of this book upon Ping-Pong, Mr. Schaad, modestly disclaims authority as an expert. Those, however, who have either played with Mr. Schaad or seen his play, realize that his reputation as a player (which has been obtained by his activities in this line in Manhattan and greater New York) is justified and that he speaks from experience and practice, rather than theory. He has written with love for the game and in order to stimulate the already enormous interest to greater proportions. He believes there are many players who, though they play often, have no experience in high class Ping-Pong, and that such players remain in a condition of self-satisfied contentment, entirely ignorant of their limitations. It is hoped that these pages will open the eyes of many to the real possibilities and skill in this fascinating game.

Mr. Schaad writes, "I wish to give special acknowledgement and thanks to Parker Brothers, Inc. of Salem, Mass., New York and London, who have produced the great indoor game during the long period of years since its inception, for their assistance and for permission to use their famous title for this manual. They have cordially co-operated and collaborated with the American Ping Pong Association for the best interests of the game. I also have especially to thank my many friends among those who play the game and particularly the Hon. Ivor Montague of London for his most helpful assistance. Without the help and guidance from all of these sources, it would have been impossible for me to compile this manual."

INTRODUCTION

By WILLIAM T. TILDEN, 2nd

Ping-Pong is becoming an international sport! On the face of it this sounds like a joke, but it is not. There is today well established in Europe a Ping-Pong Organization that stages successfully international matches that create real interest. The time has now come when an attempt is to be made to bring the United States into line.

Just a word about Ping-Pong for the uninitiated. Ping-Pong is a particular form of indoor tennis. It is a game owned and developed by Parker Brothers, and its great growth has carried it into national importance. Let me state at once that Ping-Pong as a game has many of the best qualities of competitive athletics, far more than any of the smaller indoor games. The old myth that Ping-Pong hurts one's tennis is ridiculous and unfounded. There is no cause for fear on the score. All over the United States groups of Ping-Pong enthusiasts hold local championships.

The American Ping-Pong Association which is being formed will aid in standardizing rules and equipment, help develop Ping-Pong Clubs and encourage tournaments, even striving in the not distant future, to effect International Matches. In effect this organization will strive to do for Ping-Pong what the Golf and Tennis Associations have done for their games.

No game can succeed without organizations, and The American Ping-Pong Association should prove a tremendous asset to the game. Every group of Ping-Pong fans and players should welcome such a move. Join the organization and use with scrupulous care the equipment and rules adopted for play by the American Association. I am a great believer in standardized rules and equipment for any game that is played in any international, or even national sense.

This little book by Mr. Schaad is a valuable manual to Ping-Pong for in it an expert player tells why and how he plays the game and

tells it in language that a novice can understand and profit by. One finds a clear exposition of stroke technique, tactics, grips and all the essentials of play told with the enthusiasm that is necessary to success.

I have played Ping-Pong for years! It has a real fascination for me. I find it has the same for many of my friends. Jackie Coogan is a keen enthusiast, Gloria Swanson plays regularly. Manual Alonso and Vincent Richards are excellent players. One finds Ping-Pong enthusiasts in the world of art, theatre, music, motion picture, medicine, law, as well as the great business world. Ping-Pong affords relaxation, exercise, and amusement in sound and sane proportions! I hope the American Ping-Pong Association succeeds in its aims and that the next few years will see the growth in the game that it deserves.

Wm. J. Jeanes
Oct 30, 1928

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CHAPTER I.

PREFACE

Ping-Pong! The sound of the ball as rackets meet ball is to the pongist as music is to the singer. What is the game? It is related to and somewhat similar to Lawn Tennis but played upon a table. Ping-Pong is the original game. Because of its definitely distinguishing standard rules of play, special table markings, the absolute uniformity of its prescribed, authorized equipment and the responsible single source of its origin, Ping-Pong must not be confused with Table Tennis, a game of often conflicting rules, miscellaneous sources and non-standard equipment.

Ping-Pong is an indoor game of skill and science. Compared with outdoor games, it occupies less space and is far less expensive. Though not as strenuous as indoor court games, it involves plenty of exercise and when played by experts requires a shower after a match. A long contest between experts who are evenly matched is often extremely exhausting and will satisfy the demands of the most exacting. Lawn Tennis (meaning a soft game) used to be called a "Ladies' Game". True, ladies play it as well as men, but not because it is a slow and soft game. We all know how slow lawn tennis can be, played slow and I have often heard the expression on a lawn tennis court: "Let's stop playing Ping-Pong and speed up our game". But, Ping-Pong is one of the fastest of games. It requires a quick eye and a steady wrist. By reason of the smaller playing surface, it is, if anything, faster than lawn tennis. I do not exaggerate in saying

that I have never met this criticism of slowness or mildness from any one who has taken part in, or even been witness of a high class match between expert players.

The game can be played to advantage on a small table in the average home as this is excellent practice for play on a club or tournament size table. In fact, the dining room table is most frequently used, upon which the required lengthwise center line is laid out with tape or twine or chalk. Thus, healthy recreation and exercise may be obtained from the pursuit of this game and many a wet afternoon, be it summer or winter, can be made more pleasant by playing this game by people who want to vary their Bridge Playing or Novel Reading. While men undoubtedly play a faster and more expert game than women, there are many ladies, who play almost as well as men, which is another reason for the game's increasing popularity in this country,—in fact, all over the world.

The element of luck plays but a small part in Ping-Pong. Lucky shots are of two kinds: net cord shots and edge of the table shots, but these are breaks of the game and there are lucky breaks in all games.

The game is one of the fastest of all games and in this respect joins Ice Hockey and Handball. It is this quality which with the stooping to pick up the ball (which so many players decry) that causes the exertion.

The most attractive feature of Ping-Pong is its variety. There are so many different styles of play. There is the driving game, the chop or slice and the all court game. That is why some players fare so much better against certain types of game.

It must, of course, not be imagined by any prospective Ping-Ponger who should happen to read this treatise that the game can be learned solely from reading a manual. Each stroke will require constant practice before any degree of efficiency can be obtained, and each intending player will have to adapt the strokes to his own peculiarities; for what is best for one player is not necessarily the best for another. To the writer, the qualities a good player must possess to excel are good nerve, sound judgment, resolution and temper under control, an ability to mix spin and pace, faultless technique together with fair sight and sympathy between hand and eye. Of these, some are the gifts of nature and cannot be acquired; others, careful training will improve. From which it will be seen that, as in all games of skill, there are bound to be some who will far surpass others in their play and the less gifted must be content with mediocrity.

CORNELIUS G. SCHAAD

New Rochelle, New York.

CHAPTER II.

GENERAL HISTORY OF PING-PONG

The origin of Ping-Pong came as the result of an evolution in certain miniature types of Tennis games. In the early nineties one game in particular, produced in this country but exploited principally through the London house of the makers, had probably on account of its sale abroad, a direct suggestive influence.

This game of Indoor Tennis was played with small size rackets or battledores, using a knitted ball to avoid harm to furniture and other articles, with a small size net, which could be used either across a dining room table or if played on the floor, between the backs of chairs. Some one having association with the concern of Hamley Brothers in London, who were dealers in sporting goods and handled the above game, conceived the use or substitution of a celluloid ball, which coupled with a vellum battledore and a lower net, with better table adjustments, developed into the better and prominent game, as we know it today. The Hamleys, quick to realize the excellent possibilities in this new development and its advantages over any indoor tennis attempts previously produced, originated the fanciful title Ping-Pong for the purpose of registration in Stationers Hall and in the Copyright Office and Patent Office in Washington. The sound made by vellum battledores when striking the ball back and forth suggested the world-famous name. Securing the association and services of the Parkers of Salem (whose London house had produced the Indoor Tennis

above referred to) the Hamleys devoted especial attention to the development of the game in London by tournaments at Queen's Hall on Regent Street, which attracted much attention, and which coupled with the publication of a book by Mr. Arnold Parker, widely circulated at the time, did much to bring the game into overwhelming popularity.

During the furor that followed and which reached its greatest climax in the winter, spring and early summer of 1902, wooden, rubber and cork covered rackets, as well as the sanded and leather covered Ping-Pong rackets now so much in vogue, were substituted for the vellum battledores. The balls then not so perfectly made, as now, were developed finally into a measured and weighted product, the Match Ping-Pong Ball.

Ping-Pong very quickly after its conception and the publication of the Laws of Ping-Pong, which were developed by the leading players and copyrighted in 1901 and 1902, was played vigorously all over the world. It became one of those wave crazes which know no bounds. It was perhaps over-played, too much dilated upon and understood as a craze and a reaction followed for a few years, in which period Ping-Pong was played only by those who had developed such scientific and skillful performance as to make the game not the whim of a moment but a lasting indoor sport worthy of the capable racket or tennis player. The immense success of Ping-Pong breded immediately a large number of similar games of different and unstandardized manufacture and generally without a definite brand, but made by various concerns under the commercial title of table tennis. This title carried to certain groups the idea that the game

should be played and scored like outdoor tennis, and tables were made by furniture manufacturers, marked off like miniature tennis courts, a plan which is not in the least suitable for the game of Ping-Pong, and which lead to the "Love-40" game type of scoring, which is quite different from that called for by the Laws of Ping-Pong as adopted by the Ping-Pong Association.

Ping-Pong differs from table tennis as to arrangement of courts, in the count or scoring, and in the use of the Laws of Ping-Pong as developed by the best players and approved by the Ping-Pong Association, and in the fact that there is a standardized type of utensils made under the recommendations of an experienced committee of the best known players and adopted in part or whole by the American Ping-Pong Association. The title, table tennis, is generally speaking, a term used commercially, indicating a miscellaneous source of supply outside of the adopted game. The Ping-Pong Association has adopted the registered Ping-Pong and its laws because among other advantages, it details a single source of responsibility, which confused and unstandardized sources of manufacture cannot possess.

While Ping-Pong has been steadily played, the number of players constantly increasing, it has now reached a point of prominence, which is known as a "Revival," in both America and Europe. Among the world's best players, curiously enough, the Hungarians have developed a surprising list of champions, but America, England, France, Germany, Austria, Sweden, Czecho-Slovakia, Australia and the American and English social colonies everywhere, whether in Cairo or other resorts, are now playing the game, not as a fad or craze, but as a most ex-

cellent, fashionable and popular amusement, in which great skill is being developed. Cups for championship play are frequently donated and a cup for international competition along Davis cup lines will doubtless soon be offered by the American Ping-Pong Association.

In America, the reorganization of the American Ping-Pong Association and its branches, will, it is believed, bring Ping-Pong into an organized development to an unexcelled extent. The game will be popularized through the branch associations in all the larger towns of the country. It has been introduced into clubs, camps and even upon ocean liners with great success.

In clubs, camps, Y. M. C. A. association rooms, and even upon ocean liners Ping-Pong is now active. Throughout the middle west and along the Pacific Coast, it is as popular as on the Island of Manhattan. In St. Louis, Mo. this year an open tournament was held at the Y. M. C. A. All honors were captured at St. Louis by the Y. M. H. A. and in the latter association three tables are in constant use, and the ladies in these rooms have taken up the game with great enthusiasm.

That the great and small delight in Ping-Pong was prominently evidenced in the rotogravures of the press when big Mr. Tilden showed little Jackie Coogan, the movie star, how to improve his game. This was in Los Angeles last winter. Mlle. Suzanne Lenglen and Mr. Paul Feret put on an exhibition Doubles Match in the Ball room of the Hotel Astor not many months ago, with Mary Brown and Vincent Richards just prior to their professional tennis tour. Last season in one camp in the State of Connecticut thirty tables were in use.

PING-PONG IN WESTCHESTER COUNTY,
NEW YORK.

About two years ago Ping-Pong was introduced at New Rochelle Post, No. 8, American Legion. It immediately caught on. Tournaments and club matches were held and loving cups and medals were put up as prizes by leading sportsmen and jewelers of the city. A City Championship tournament was held in New Rochelle for the Talner Cup. This was won by "Cannon Ball" Liskin, whose nickname was bestowed on him because of his dazzling service.

This year a Westchester County Championship tournament was held at the New Rochelle "Y" in both singles and doubles Liskin won the singles title, while the writer and Adolph Kalen won the doubles crown from a field that included most of the leading players from Mt. Vernon, Yonkers, White Plains, and New Rochelle. A mixed doubles tournament was previously held at the New Rochelle American Legion.

This year the New Rochelle "Y" five man team has won fifteen straight team matches and among their victims were the Yonkers Wanderers, Highland Tennis Club of White Plains, N. Y., West Side Ping-Pong Club of New York City, Greenwich Y. M. C. A., Stamford Y. M. C. A., Spalding Nassaus, and Larchmont Shore Club.

CHAPTER III.

IMPLEMENTS

THE TABLE

Where space permits, the large folding or solid authorized Ping-Pong table is best. The adopted Tournament Ping-Pong Table is 9 feet by 5 feet, although, where space does not permit, a smaller size authorized table 8 feet by 4 feet may be used. The table painted a dull, dark green with a three-quarter inch white line upon its outside edges and lengthwise down its center. No real Ping-Pong table is marked into more or smaller courts. Folding tables or a Table Top on trestles or horses may also be used; the matter is wholly one of convenience and room in putting away. But, if trestles are used, they should run lengthwise rather than across to prevent the risk of warping.

For informal play in homes where space or convenience may not permit the use of the Tournament Ping-Pong Table the Dining Table is frequently used. Ping-Pong Table Tops which fold in the middle for convenience in packing away when not in use, are also obtainable. They are designed to rest upon any table which may be convenient and of size to furnish adequate support. If used on a dining table a "silence" or other protective cloth is used to avoid any harm to table surface.

The only real test of fastness in a table is the ball dropping test. Probably the best game is that played on a table yielding a bounce of approximately nine inches, from a drop of twelve inches. Solid hard wood tables are

satisfactory in this respect, but, of course, such tables are exceedingly heavy. They are only suitable for club or tournament use.

The surface must not have too much paint; otherwise the table will be slow. Nor must it be shiny or too highly polished, for then the "spin" bites little.

THE NET:

All good sport houses sell regulation, authorized Ping-Pong nets. The best are green in color bound with white:—66 inches long by 5 inches wide.

THE RACKET:

Every one has his preference. Ping-Pong Rackets are made with sanded, cork, leather, suede, rubber and plain wooden faces. Each is slightly different in effect of service and the individual taste stroke and amount of cut desired by the player plays an important part in his selection. One of the most popular is the sanded Ping-Pong racket, which is used exclusively by many experts. Like all the adopted Ping-Pong Rackets, it is branded with the name Ping-Pong and easily identified.

THE BALL:

The new Official Association Ping-Pong Ball is the best in my opinion, when obtainable, being slightly heavier than the Match Ping-Pong, which is my second choice. Its adoption by the American Ping-Pong Association for Tournament play indicates my own choice and that of many others.

LIGHTING AND SURROUNDING ENVIRONMENT.

It is important to have the best of light. It is impossible to play good Ping-Pong unless the lighting condi-

tions are of the best. I recommend a single light, above the center of the table, composed of a simple frosted bulb, or of a light in a translucent bowl, so popular in modern office buildings today.

There should be plenty of space on each side of the table and even more space at each end. Some players stand very close to the table, but many stand far behind and the latter would be severely handicapped with anything less than six feet space at each end for tournament play.

The floor surface should not be too slippery and it is a good thing to wear sneakers or gymnasium shoes.

As in lawn tennis, the etiquette of the game demands a neat costume. A white costume, however, is not by any means the most appropriate. It hurts the vision of an opponent. Jumpers are popular in England, while in this country there is as yet no standard outfit.

CHAPTER IV.

THE TECHNIQUE

1. General Rules.

The most elementary rule in Ping-Pong is to get the ball over the net and the second is to keep it in court. Control is the most important element of all, for without control a player will never become an expert. But control alone is not sufficient, for without finishing shots such a player is invariably beaten by an expert. More will be said about this later on.

2. The Racket.

A gut racket will effect tremendous drives and perfect drop shots, but suffers from a fatal defect—it gives the player no margin for error. The writer has had no experience with rubber rackets, but the English experts claim that greater speed and better control may be had with a rubber faced racket. Liskin prefers a sanded surface as does Chet Wells. They claim this enables them to get more spin or English on the ball. This is probably true as one cannot get exaggerated twist or spin with a plain wooden racket unless the player be a genius.

The sound of the racket as it meets the ball effects some players in their timing of strokes. Some rackets make no sound at all while a plain wooden racket has a decided ping.

3. How to Hold a Racket Or The Grip.

This again depends on the individual taste of the player. There are many different ways of holding the racket in Ping-Pong. The writer prefers the lawn tennis grip and strokes from both forehand and backhand. Of course, there are many variations of this grip. Some

players use the identical lawn tennis grip, while others hold two fingers of the playing hand on the face of the racket. The argument in favor of this is that the closer the contact between the fingers and the blade, the more accurate the control exercised by the player.

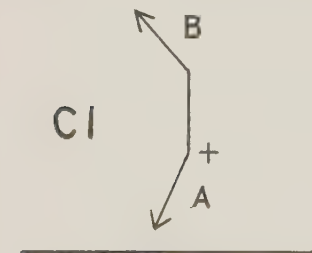
Another favorite style among leading players both here and abroad, is the Penholder grip. The blade is held with the thumb and forefinger, and support is given by the fingers behind the blade. The same face or side of the racket is used for both forehand and backhand strokes in this particular grip. Whether a player use an orthodox or unorthodox grip matters little; he should adopt the one best suited to his personal idiosyncrasy.

4. Spin or Cut Strokes.

The plain hit or drive in Ping-Pong is more difficult and requires greater accuracy than at Lawn Tennis. It is indeed impracticable for the purpose of returning any but a slow or plain hit ball. It is for this reason that the player of limited experience fails against an expert so much more than at most other games. Being accustomed only to the plain hit or flat drive, he has reached maybe a degree of steadiness and accuracy in dealing with such strokes. Confronted with spin he attempts flat drives and thus fails. The basic stroke of Ping-Pong is a spin stroke. This may be effected by drawing the hitting surface across the ball. Even in such a stroke the forward movement of the racket is much less than in Lawn Tennis. In a fast top spin drive, or an underspun kill, there is a certain amount of forward movement, but this is comparatively little and it is through not realizing this fact that so many players go astray. The player who comes to the game straight from Lawn Tennis attempts the stroke with which he is familiar; and it is a long time indeed

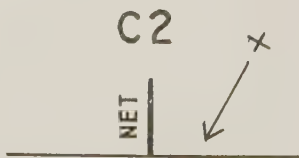
before he finds the correct arc and timing. Because of the limited area in Ping-Pong, the stroke is not so sweeping and the proper arc and timing can only be acquired through experience and practice. There is no such thing as a real follow through in Ping-Pong. The beginner would be much better off were he to practice the stroke as if he intended the racket face to ascend vertically towards the ceiling. This is much nearer the correct angle and will certainly lead him sooner to make the stroke accurately.

The half-volley or pickup should only be used in Ping-Pong for defensive purposes. Against a plain drive the racket should be held at right angles to the table at the moment of contact with the ball. When, however, this sort of half-volley or pick-up is attempted against topspin, the spin takes the ball flying into the air out of control. The trick of controlling topspin with a half-volley or pick-up is to hold the racket so that the hitting surface is at less than right angles with the table. Similarly if half-volleying a chop, or other underspun ball, the hitting face should be at more than 90 degrees with the table. The following diagrams will illustrate the path of the racket in spin strokes:



HORIZONTAL

C1 Stroke as seen from the left
(A) UNDERSPIN.
(B) TOPSPIN.



SIDESPIN

C2 Stroke as seen from Above.
(+) Racket position at BEGINNING of Stroke.
(x) Racket position at END of Stroke.

5. Tactics.

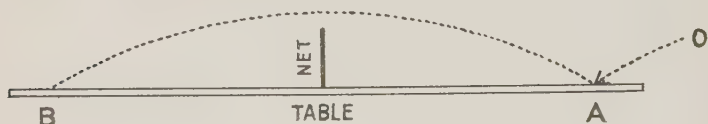
The best stroke in Ping-Pong is that stroke which will keep the ball low. It is suicide to give an expert a high bounding ball for he will immediately score a winning or finishing shot. This is not as simple as it sounds. A low stroke is difficult to achieve and the difference between a high flight player and a second rater may in general be defined as the ability to return low, not only slow balls, but fast drives. Liskin is a good example of this principle. In hitting the ball, he draws the racket slightly upwards and backwards, thus putting backspin on every stroke and delaying its bounce. Joe Hargan is an even better example. He achieves this with every ball alike whatever its pace. Such a low ball makes it difficult for the opponent to get an advantage. Similarly the low ball is difficult to drive fast and tempts such players who favor the lofting type of game to raise the ball in order to induce his opponent to do the same. The dangers of such a course are obvious.

While Ping-Pong steadiness is essential, mere steadiness against an expert is useless and must be coupled with the ability to keep the ball low and short with backspin before it can make an impression and it is most important that the steady man have finishing shots in his repertoire of strokes. This fact was illustrated well in the matches between the New Rochelle "Y" team and its Stamford and Greenwich opponents. The Connecticut men have stonewall defenses, but lack shots to finish off the rallies. The New Rochelle men are steady also, but in addition, sooner or later put the ball away to end the rally. A low stroke is indeed essential for all those whose timing is not equal to top-spinning every ball. Such masters are so few as to be regarded as exceptional. To this low stroke one

must add either the infinite patience and craft of Wallace Johnson, Philadelphia lawn tennis chop stroke expert, or much more simply, the ability to make a winning stroke off a high ball.

6. A Specimen Rally.

The first stroke in any rally is the service. The following diagram and explanation illustrate the correct method of making the service as described in an article published abroad showing the European idea of the plan.



O is the point at which the server's racket comes in contact with the ball. A is the point at which the ball bounces on the server's side of the table, and B is the next point it touches. Our purpose as server is to hit in such a way that B shall be near the end of our opponent's court and that the ball shall not rise high or slow after bouncing. Firstly, A must not be too near the net. The dangers are two-fold. Either B may be in the net, or if we serve with O high enough to ensure that the ball clear the net, B will not be on the table at all. Accordingly, A should be near our end of the table as in the diagram. But if A is near this end, and O is high, then the ball will rise high after bouncing the other side and prove easy to kill or smash. And the faster and more difficult we try to make the service when O is high, the worse and more useless it will be. O should, therefore, be low. If O is low, and A is near, then we shall get a

low good length service as illustrated in the diagram, and we may serve it as fast as we like without making it rise dangerously. This is the basic principle of the International service. Of course, it is modified by various considerations such as that it is safe to serve with B short, if we put heavy backspin on the ball to keep it low. In that case, of course, A may also be nearer the net. It may, however, be taken as invariable that O should be low''.

The American service is entirely different. One must stand behind his end of the table, but instead of bouncing it on his side of the table or net first, he immediately sends it across the net to his opponent's side. It seems to the writer that a much faster serve can be delivered under the American method, but he can readily understand the advantage of the European restrictions.

There are many different kind of services. Top spin and underspin is used. There are sliced and chopped serves and any number of freak serves.

Now let us examine the return of service, placing ourselves in the position of the receiver instead of the server. If the service comes to us slow and high, we shall smash or kill it. If it comes to us with topspin we may, if we are sufficiently familiar with topspin and sure of our timing ability, drive it or chop it back. To topspin it back it is difficult, but possible after practice. To chop it, however, is very difficult indeed and should hardly be attempted by the inexperienced. Or we may return it on the pick-up or half volley as Liskin does. It must here be remembered that for returning such a stroke the racket should be inclined at an angle of less than 90 degrees. If this is done, the ball will return low and fast and the

server will have no more advantage than when he started to serve. When the ball bounces high, the kill should be resorted to. This may be underspun or topspun with a flick of the wrist at the finish of the stroke, or it may be a straight downward smash. The turn of the wrist at the moment of contact determines the nature of the spin on the ball.

The lob or tossing the ball high may also be resorted to in returning a fast serve, but a lob unless far back on the opponent's side invariably bounds high and means a kill.

The ball after being served now goes back and forth over the net until a winning point is scored, or an error is made. Beginners are advised to watch good players, to play against good players trying to master their good strokes, returning them low and safe. They should also play against bad players, trying to make winning drives or lofts at every opportunity their bad strokes give. One often hears that a player is a good volleyer. This is not a proper expression, as volleying is not permissible in Ping-Pong. What they mean is that a man is very steady and is hard to out rally.

The same strategy is used in Ping-Pong as in lawn tennis. Keep your eye on the ball. Never give your opponent the shot he likes best. Keep him off balance. Play to his weakness, but not too much. By constantly playing to his weakness you only strengthen that department of his game. Mix spin and change of pace; jockey your opponent out of position. One of the best point getters is to force your opponent to back away from the table and when you get him off to one side, send the ball fast

to the opposite corner. Thus you often get him out of position and he will not get over to the other side in time to make a good return. Outguess and outgeneral your opponent if you can and remember always—a good service is valuable, but not by any means the whole game. Do not rely solely on a fast service, but develop a good all round game.

7. The Doubles Game.

The doubles game in Ping-Pong is not as universally played as Singles. Just why is difficult to explain. Some players claim a 9 x 5 table is too small for doubles play and that because of the limited space the partners interfere with each other. But that is what makes doubles play so fascinating. Team work is everything in doubles play. The writer is an ardent advocate of doubles play and only this season introduced it in all the team matches throughout Westchester County, N. Y. It has met with considerable success as it makes a much more interesting team match when singles and doubles are included.

The game as played in America is very much the same as in lawn tennis. The service is made diagonally right to left, left to right and so on until a game is completed. The players serve in turn until all have served and then the process is repeated. For good doubles play it is essential that a player keep on his side of the center line. He should endeavor to make all returns of balls that strike on his side of the line. This will prevent clashing with his partner and if the rule is strictly adhered to, a ball will seldom be driven by an opponent straight down the center line with no return at all or both receiving partners trying to hit it at the same time. However, the game is so fast that even expert players clash at times in

this respect and it is very amusing to see both receivers make desperate attempts to return a center line shot with resulting interference.

There are occasions when a doubles team has one expert singles player and such teams are apt to try what I term modified singles. The partner of the singles expert serves when it comes to his turn and also receives the service of an opponent. Then he immediately sits in a comfortable arm chair and the singles expert gets into action and plays out the rally. Such a one man doubles game should not be tolerated. In the strict sense of the word it is not doubles at all. In Ping-Pong by reason of the small table area, a good singles player has a decided advantage over a doubles team. He can easily cover the entire table and the doubles partners, even with good teamwork are bound to get in each other's way at times. Lawn Tennis presents an entirely different problem. There a good doubles team should easily defeat a singles player because of the far greater area to cover. The doubles pair can storm the net and easily hold it against the singles player and the latter will find it very hard to drive through the barrier of two good doubles players at the net.

While the partners should strive to keep on their side of the center line, there seems no good reason why a penalty should be imposed for "Poaching". An ideal doubles pair poach rarely. Poachers usually get into trouble and the beginner will be wise in not trying to poach.

The tactics of doubles play are similar to lawn tennis doubles play except that no volleying is allowed. It is good policy to play the weaker man of an opposing side,

but not too much, as you may strengthen his game by constantly playing to his weakness. If you find one of your opponents steady, suddenly and sharply shift your attack to his partner and many times you will win the point through his being "cold" or getting him by surprise. Manoeuvre so as to break up the team work of an opposing pair. This will get you many points.

The writer has found that the ideal doubles combination is made up of a steady, machine-like player teamed up with a brilliant driver or lofter. The steady man finds the holes in the armor of an opposing team and the driver with his finishing shots sooner or later gets the "kill".

Doubles play is particularly appropriate at parties. Where only one table is available, players often prefer to double up and don't forget that mixed doubles, that is, a lady and gentleman on one side against a lady and gentleman on the other, provides not only plenty of action, but often much amusement. By all means encourage doubles play and if you have not tried mixed doubles, you have missed a real treat and I advise all my readers to get busy and test the possibilities of this game.

While the above describes the method of doubles play which has been in vogue around New York City, the writer is of the opinion that more genuine pleasure can be derived where the partners may only hit the ball alternately. Such a game is good fun, calling as it does for highly developed team work and foot work. It would also do away with the so-called one man doubles game. The rules adopted by the American Ping Pong Association stipulate this style of doubles play.

CHAPTER V.

PING-PONG FOR LADIES

Ping-Pong for ladies is similar to that played by men. The strokes and tactics are the same.

Mr. Montague, the English expert, states that the margin between a man and a woman of equal class at Lawn Tennis is said to be 30. This is probably true, but with sufficient concentration and practice there is no reason why ladies should not become experts at the game.

Their game can be improved by playing men much as our own Helen Wills does. Mixed doubles, a delightful pastime by the way, will also help. The chief fault of most ladies is their tendency to make the ball bound high and thus giving their opponents chances for kills.

The costume for a lady is important. She should wear an attractive sport costume with a short skirt that will permit freedom of motion. She should also have freedom of arm movement and will find low shoes most comfortable as high French heels are said to tire ankles and feet.

In conclusion, let me exhort the ladies who take up this charming and fascinating game to give it the serious attention it merits. For in the writer's opinion, there is no other game which offers so many possibilities to women to excel and play on equal terms with men.

GENERAL RULES FOR ALL STROKES

Do not fight the ball. Always go at the ball and never back away from it. All power will be taken from the blow if your weight is moving from the ball instead of toward it. A constant error of beginners is to move up too close to the ball as it approaches and then to step back as they strike. No habit could be worse than this.

Another mistake beginners often make is the desire to hit every ball hard. That is a development of skill that should come after the player has reached the expert class. **Speed should never come before accuracy** and it is essential first to learn steadiness so that the stroke is seldom missed, before any attempt is made to add speed to the shot.

It is far better to make a slow stroke successfully than to wildly bang the ball about the table and miss a large proportion of the returns by driving into the net or off the table.

Fast shots and kills do thrill galleries, but it is not the winning style of play even for expert players who more often fall before the steady, safe men who get everything back over the net and do not try to smash the ball every time they hit it. Let the other fellow make the errors in his efforts to show off; if you will keep the ball in play, you will be most likely to win the match in the end. Nine times out of ten the steady man beats the erratic man.

CHAPTER VI.

THE SERVICE IN THE UNITED STATES.

The service is very important in the game of Ping-Pong, but despite its importance, few players seem to give it the study it merits. There are many different kinds of service and the player who can develop one or more that gives him an advantage over the receiver, is usually a hard man to beat. At the same time it must be borne in mind that service isn't the whole game by any means, and it never pays to concentrate his "all" on service to the neglect of other departments of the game.

One of the chief troubles with the American Service is the tendency to serve overhand or above the waist. Anyone who is inclined to serve above the waist should fix a stick lengthwise about the height of the waist, and standing close to it practice serving underneath it.

Very few players at the present time have developed a legal fast service. Those that have a really hard service as a rule are very erratic, and lose more points than they gain in their efforts to serve an untakable ball.

To serve fast with accuracy, it is well to stand well back of the table end, and, throwing the ball from a position a little below the level of the top of the table, swing the racket straight towards the point you wish to place the service. The moment the ball is touched the racket must be drawn across it from the bottom upwards. This gives the ball top spin and causes it to drop. If this be done smartly, however hard the stroke

may be, the service will not travel outside the limits of the table. By turning the racket to the left or right the ball can be placed to either side of the court. This service must be practiced continually; in fact, to get perfectly certain of, say four balls in five, it is necessary to practice constantly for weeks. Some players, practice as they will, never become expert. Another way of serving hard is to take the ball from the right-hand side of the body, using a similar action. More speed can be thus acquired than is possible when the ball is taken in front. Some of the fastest servers in the East are Malcolm Hoffmann of White Plains, Eddie Hymes of Columbia University and the West Side Ping-Pong Club and Liskin of the New Rochelle "Y" team. These three men in the all over the table game have almost untakable serves, but many faults are called on them by competent umpires because they so often start their services high which, of course, is illegal according to the rules.

The Spin Service.—Some players rely solely on the spin service. They make the ball break in either direction. There are many ways in which this is done. Some will throw the ball up, and swinging the racket with its face parallel with the floor and from right to left, hit the ball underneath, causing it to break from left to right. By swinging from left to right the reverse break can be managed. This, however, is most difficult. The great objection to this service is the height of the bounce, enabling a hard hitter to kill the ball. Some players use back spin, side spin and under spin serves. Chester Wells of Mt. Vernon, N. Y., is an expert in the use of spin while serving and places them exceedingly well.

Al Miller of New York University in the all over the table method of play has a reliable, deceptive serve. He keeps his eyes on the same spot on his opponent's side of the table and without looking at the spot his serve will go, makes it land on any part of his opponent's court. It is very hard for a Receiver to anticipate the direction of such a serve.

Doe Watson of New Rochelle Post No. 8, American Legion, is an adept in the use of freak serves. He can almost make the little ball talk so exaggerated are the breaks and spins. George Bacon, Jr., of the same Post and an all round athlete, uses the chop stroke very effectively while Joe Hargan of Harrison, N. Y., is a master of the sliced serve.

It is the writer's opinion that everyone ought to develop at least two kinds of service—a fast one and a spin service. After playing continuously against a hard server it will be found that, provided he does not change his service considerably, the difficulty of taking it is no more than in the case of an ordinary pace service particularly when taken on the pick-up or half volley. The drawing of the center line down the center of the table has done much to make takable what formerly were untakable services. The server should also frequently employ a change of pace in delivering his serves. If he uses the same motion in delivering both fast and spin serves, he is almost certain to gain an advantage.

As a rule it is best to place the serves deep, in the corners and along the edges, but it is also good to chop or slice just over the net occasionally. It is advisable at times to send the ball straight at the opponent. This will take him by surprise, and the return, if the ball be taken at all will be very weak.

Therefore, vary the service as much as possible both as regards—

Pace

Position at the table

Direction of service

Mixing speed and spin.

Some players prefer taking a fast service from well behind the table so as to take it on the bounce and not on the half-volley. For some men services quite impossible to take on the half-volley become comparatively easy to an active player standing well back. On the other hand, some players can return the fastest serves on the half-volley and their returns usually go across the net low and fast. It is really a matter of style and personal preference.

CHAPTER VII.

THE STROKES OF THE GAME.

1. Forehand Strokes.

Probably the most important stroke in lawn tennis is the forehand. A forehand stroke is one that is made with the ball on the same side of the body as the playing-arm—that is, on the right side for a right-handed player. This is the most natural and easy way to hit the ball, so most players use forehand strokes by preference whenever possible.

In Ping-Pong, however, the majority of players seem to be stronger on the backhand and this is mainly due to the restricted area of the playing surface. Indeed, many experts take all strokes on their backhand and that is why some claim there is no such thing as a real forehand and backhand in the game of Ping-Pong. On the other hand, many experts who favor a driving game take every shot they can on the forehand and on orthodox backhand returns, work around the ball so they can hit it with the forehand.

For such players, not only are forehand strokes the most important, but also the most numerous during the play, comprising more than half of the entire game. Now a forehand stroke is one made after the ball has bounded from the table, this term being used in contradistinction to volleys which are strokes made before the ball has touched the table, or "on the fly". Volleying or hitting the ball on the fly is not allowed in Ping-Pong.

Timing is most important in both forehand and backhand strokes. Boys who have played other ball games, particularly baseball, handball and other games where a bounding ball is used, learn Ping-Pong much quicker, because the eye has been trained through these sports.

Whether from Ping-Pong itself or from some other ball game, the eye gradually becomes accustomed to the calculation that is necessary, and a fairly close guess can soon be made as to where the ball will rise to be hit and, while spin may bother the novice, the expert is able to tell the direction the ball will bound even when spin is put on the ball.

Frequently the forehand drive is called a "loft". This is a misnomer as there is no such stroke in the game. What they mean is a "Lawford" named after one of the early English tennis experts. The stroke is made with a glancing blow of the racket, and this brushing motion makes the ball twist on its own axis and gives it much the same effect as the "drop-curve" ball of a baseball pitcher, only in Ping-Pong it is called top-spin. Another name for the stroke is the "lift-stroke." It is from the lifting motion of the racket and the dropping effect on the ball that the characteristic names of the stroke are derived.

The stroke itself can be made with a short swing as there is no real follow through in Ping-Pong as in lawn tennis and the racket face should be turned toward the ceiling at the finish of the stroke as previously explained.

It is very important that when the racket meets the ball, it should be moving as nearly as possible in the direct line that the ball is to take. The only variation from this should be the slight upward lifting tendency of the racket that is necessary to give the top-spin.

It is good practice for a beginner to stand before a mirror and go through the motions of this stroke.

2. Backhand Strokes. .

All backhand strokes in Ping-Pong are distinguished from forehand strokes in that they are made with the ball on the opposite side of the body from the playing-arm. For a right-hand player, they are strokes made when the ball is played on the left side of the body.

Practically the same rules govern the playing of this stroke as already explained for the forehand. As in the forehand stroke, there are the same options regarding the best way of hitting the ball and the exact amount of twist to put on it. One can play the ball nearly straight with little or no twist or he can put top-spin on the ball and give it the same dropping tendency already recommended for the forehand stroke, or he can use a chop stroke that will make the ball spin backwards in its flight. The same motions and the same style of hitting the ball are good for both the straight-hit and the top-spinning ball, the chief differences being in the upward movement of the racket as it meets the ball and the finish of the stroke.

Perfect timing is essential for making a fast stroke, for it makes the racket meet the ball when carrying the maximum amount of momentum. At first most beginners time their strokes badly and even a full swing produces little speed.

Just as the ball comes in contact with the racket, the racket should be drawn slightly upward, so that it is met

with a glancing blow, and kept in contact as long as possible with the ball; it should pass over it in the swing and be turned before it leaves till the upper part of the frame is forward of the lower part.

This brushing upward motion twists the ball, makes it spin on its own axis and gives it the rotation that is so effective in making it drop quickly after crossing the net. The dropping curve permits the player to hit the ball much harder and still keep it on the table. The principal features of the forehand play also apply to backhand strokes.

3. Chop-Strokes. Cut-Strokes and Twists.

Nearly every ball that is hit in Ping-Pong twists more or less in its own center. The ball itself is so light that it is almost impossible for the racket to hit it so directly in the line of its flight that some slight side motion will not cause it to revolve or spin around as it goes.

But this spinning is a distinct advantage, so even if you could prevent it, it would be unwise to do so. The spinning motion helps to overcome the resistance of the air.

There are in Ping-Pong many strokes that are known as cut-strokes, slice-strokes or chop-strokes. The predominating feature of all these is the under-twist on the ball that is imparted, for a cut-stroke or chop-stroke always makes the ball spin backward in a direction opposite to that used in the drop-stroke.

All of these strokes are made by striking the ball with a glancing blow, the bottom edge of the racket being forward and the face touching more of the under side of

the ball than the top. In order to prevent such a blow underneath from lifting the ball up too high, the swing must be made with a downward angle.

The swing is much shorter than in the drives and is much the same as chopping with an axe. The same strokes can be played on the backhand side with much the same effect.

The greatest difficulty the player has to overcome in using the chop-stroke is its tendency to drive the ball off the table. In order to prevent this, the stroke must be played slower and with less power so it will not go too far, and this necessity robs the stroke of the speed the drive possesses.

However, with practice, great accuracy can be acquired and, as a rule, good chop-stroke players have a closer control of their slow returns than do drop-stroke players of their faster shots.

4. The Smash.

A high bounding ball near the net should as a rule be smashed as this is primarily a killing stroke. It is intended to end the rally every time and the player calculates as a rule, that he will be able to kill the ball with that stroke. He does not expect another return and the smash or kill is therefore played with great abandon. A smash once started should never be checked as the play will be ruined if any effort is made to moderate its power. He who hesitates is lost. A smash depends almost entirely on speed for its success, and it is generally not necessary to place the ball although placing of course helps. Some players can smash high bounding balls from any place on the table, but even experts often smash high

bounding balls near their end of the table off the table or into the net. It is better to smash only such balls that are close to the net. This shot is of course one of the most spectacular in Ping-Pong.

5. Lobbing.

Lobbing is not as important in Ping-Pong as it is in lawn tennis chiefly because of the smaller area of playing space. The very foundation of a good defense in tennis lies in the lob. With a good lob, any player, be he beginner or expert, should be able to defend his position when pressed the hardest and from any part of the back of the court, a deep lob is almost invariably a safe answer to the hardest attack. In Ping-Pong, however, lobs are rarely used by expert players. A lob is used only when the player is so pressed that he cannot make any other return or possibly he sends up an occasional lob or floater to throw an opponent off stroke. Most players think all lobs set-ups for smashes and in their over confidence, often smash at them wildly for errors. Such tactics are, of course, sound.

But the stroke must be deep to be of any value at all. Nothing is more suicidal than a short lob; it is as discouraging as a fault in the service at a critical juncture and generally just as costly.

CHAPTER VIII

THE BEST METHODS OF PRACTICE.

No matter how much the beginner may study the best books of the game of Ping-Pong, nothing will teach him to play, but actual practice with a racket and ball. If he has the advantage of a good coach, that is the best of all methods, for then he will have an expert or teacher close by to point out his errors as he makes them. It is very difficult to see your own faults and correct them.

The man who plays best will generally be the man who plays most providing of course he has some natural aptitude for the game. To hit the ball ten times helps a lot, a hundred still more, but a thousand strokes will generally be necessary before the novice has learned to calculate the flight and bound of the ball, and to succeed in getting the center of his racket into contact with the ball.

While it is never too late to begin to learn Ping-Pong, there is no doubt that the boy or girl who starts young will have a great advantage over the man or woman who takes up the game in middle life.

If no opponent is available, stand before a mirror and practice the various strokes of the game. You need no opponent to practice serving.

In actual practice, concentrate on the strokes you seem weakest in. It is better not to keep any score in such

practice or even to play a game at all. Practice matches give less practice because each player tries to drive the ball away from the other and so you cut down the number of actual strokes that are made. It is better practice to try to play the ball each time directly toward the man on the other side, for this will increase the number of actual strokes that each has the opportunity to make in the same length of time.

In general practice play, when not in an actual match, do not hit the ball aimlessly. Indifference in practice soon breaks down a good game and often leads to indifference in match play. Even against a weaker adversary, try for each point or stop playing. If it is easy to beat the other man and you are likely to become careless, give him a handicap and even matters up in that way so you will always have to try to play your best.

By all means vary the opponents you play against. Playing always against the same men and same styles will never develop new strokes and will prevent your progress. Whenever possible get an adversary who is a little better than you are, not enough to beat you easily, but just a little better so you will be constantly trying to improve to catch up with his skill. To summarize:

Here are some good rules to follow:

1. Don't think of the score too much when you are practicing; think of your strokes and whether they are well made or not.

2. Don't be discouraged because you fail to improve every time you play; follow your progress week by week, or season by season.

3. Don't practice indifferently against poorer players; if you lose interest, stop entirely.

4. Whenever you can, get antagonists who are a little better than you are; this will pull along your game.

5. Don't practice your best strokes; they are already good, so favor your weaker points.

6. Don't fight the ball back over the net to get rid of it; have a definite objective for every stroke you make and try to place the ball where you planned.

7. When practicing strokes without a score, don't try to knock the ball out of the other man's reach; if you drive it straight at him you will both get more practice.

CHAPTER IX

TEAM MATCHES, HANDICAPPING AND TOURNAMENTS.

More experience can be gained in team matches and tournaments than in any number of practice games. It is not only the expert who should go in for match play. The fair player will improve his game greatly by entering. The tendency of a non-tournament player is to play too cautiously when much is at stake. Until he accustoms himself to tournament play, he is afraid to let out to the consequent detriment of his game. The man who goes in for tournament play acquires confidence and meets all styles of play. It is not advisable to play the same man too often. All players have their limitations and one cannot expect the variety of serves, strokes and tactics in one player that you encounter in a tournament.

Competition in itself makes any game more interesting and exciting. So it is in Ping-Pong. A full team match should consist of five singles and two doubles, but fewer matches may be played depending on the number of players available for each team. If the number is only two or three it is better to stage a "Round Robin" where each player plays every other player of the opposing team.

HANDICAPPING.

It often happens that some players are too strong for the average player and in such clubs it is well to stage

handicap tournaments as well as scratch tournaments. Just how to handicap in Ping-Pong is a problem. To the writer the best way to handicap is to use the lawn tennis system of scoring. The expert players can start from scratch or minus 15 and all other players graded according to their ability.

But whatever the system used, a stronger player when playing a weaker, should in such a tournament be handicapped in some way, otherwise the strong player is liable to take no interest in the game, which is very bad both for himself and his opponent. The real object of a handicap should be not only to produce a level game so far as points are concerned, but also to produce good rallies and make each player play the very best game that it is possible for him to do. This cannot be attained simply by giving one player a certain proportion of the game, but some system of handicapping should be adopted to place them on a more even footing.

For players of equal skill the scratch tournament is favored, but when there are players of different classes or grades of skill, the handicap tournament is best because it gives the poor player an equal chance with the star player to come through and win.

HINTS ON RUNNING A TOURNAMENT.

In this chapter I also propose to name some of the chief points to consider in the arrangement and running of an open tournament.

First you must organize. Get a good Secretary. It is well to name a good business man, universally liked and a man who knows the game of Ping-Pong.

A tournament committee is also essential. The members of this committee will take a portion of the secretary's duties from him and aid him in running the tournament.

The committee should also secure entries and sell tickets of admission.

It is decidedly unwise to have anyone on the committee who is distinctly disliked in the neighborhood while the name of a popular person is worth a great deal.

Patrons, patronesses, referee and umpires must also be selected with great care.

It is most important that the referee and umpires should thoroughly understand their duties and can give their decisions with firmness. Many a tournament is ruined through incompetent and inefficient officiating.

The committee will have to decide on the hall or club room at which the tournament is to be held. Choose a place where there are good lighting arrangements. The room should have plenty of space for both spectators and players.

The date of the tournament has next to be fixed. The date should be about three or four weeks after the first circulars and newspaper notices are out. The date on which the entries close must also be fixed. The date for commencing the tournament being decided, the times of play have to be considered and the number of days the tournament will take. The latter will depend on the number of entries expected compared to the number of tables available.

The different events to be held next requires consideration.

Separate tournaments should be staged: one for ladies and another for gentlemen and it is well to include a mixed doubles tournament.

The rules of the tournament should be promulgated and carefully explained to entrants.

The next question to be considered is whether the draw should be "seeded" or "blind". If the ability of the players is known, a seeded draw is much more interesting as the star players are arbitrarily placed in different sections of the draw and as a rule cannot meet until the final rounds of the tournament. This keeps up the suspense and makes for a more exciting final. In the case of a blind draw the two best players by the luck of the draw might have to play each other in an early round. One of these would be eliminated and when the final round was reached, the star might beat a weak player, thus making the final a sort of anti-climax.

When the ability of the players is not known, a blind draw is the only way to run the tournament. The names of the players are written on slips of paper and the slips placed in a hat. The slips are drawn out one at a time after being shuffled and the players drawn against each other as they come out of the hat.

The amount of the entry fee depends on where the tournament is held, social standing and ability of entrants and popularity. The prizes can either be donated or the money received for entry fees may be used. If possible, the whole of the money received as entry fees should be spent for tournament expenses, cost of balls and prizes.

The price of admission to view a tournament will of course depend to a certain extent on the neighborhood.

Snobbishness should be kept out of Ping-Pong. The price of admission should be within the reach of everyone. Ping-Pong is not merely a game for the idle rich. It is a game for all classes of people.

The above points should be embodied in a circular and in the newspapers and sent to all Ping-Pong clubs within a reasonable distance as well as to any one the committee thinks likely to enter, obtain entries and sell tickets.

The Secretary should as far as possible, divide his duties among his committee. He, of course, is the Executive, but many of his duties can be delegated.

For instance, committeeman No. 1 should have charge of the refreshments; No. 2 should have the preparation and decoration of the hall, see that sufficient tables are provided and each table clearly numbered. He should see that an abundant supply of balls of good quality is on hand. Seats should be placed behind and round each table so that spectators can watch the game comfortably. The best seats are behind the players as it hurts the eyes or makes one dizzy to look at long rallies from the sides.

No. 3 should have charge of the umpires and scoring. He must make arrangements for the results of each game being clearly posted up and the umpires should see that no time is wasted in playing off the matches.

No. 4 should have charge of the competitors. He must see that they know where to play, and he must take care that they are acquainted with any special rules the committee have made, such as length of game, etc. Also, he must see that they play the proper people and that no table is left vacant.

Charts or draw cards can now be purchased very reasonably at any well known sports goods house. The same draw cards can be used as are made up for Lawn Tennis.

If the tournament is to last for more than a day, each competitor should be advised as soon as possible after the draw of the day and hour he is to play. Arrangements should be made for admitting competitors into the place of play early, so that they can get some practice before playing.

The referee's duties are to decide all doubtful questions of law and any disputes that may arise during play. He will also have to keep all results and arrange all the matches in the different rounds.

Umpires should be assigned to each separate table and their duties are as follows:

To see: 1. That the game is played strictly in accordance with the rules.

2. Under the American rules every service that is **not underhand, not below the waist or not behind the end of the table** must be called a fault immediately.

3. The score must be called distinctly after every point and at the end of every game, something like this: "Jones wins the second game, 21 to 19. The games are now one all".

4. If doubtful whether the ball touched table or not the umpire should call a "let".

5. The result must be handed to the referee, and care taken that the correct result is given.

6. The umpire must not be influenced by anything the spectators say. (Some umpires give their decisions according to the opinions of the onlookers rather than their own judgment.)

7. The umpire should caution the spectators not to get boisterous and not to applaud errors. He should also caution them against applauding while a rally is in progress as it disconcerts the players. After a rally is concluded, let them applaud all they want.

If the secretary can divide his duties among his committee on the days of the tournament as suggested above, all his energies can be devoted to supervising things in general. If possible, he should see that the prizes are available and on exhibition during the progress of the tournament.

CHAPTER X

"DO'S AND DON'TS" OR HINTS ON ADVANCED PLAY.

Mr. Milton Work, the eminent Bridge authority, in one of his talks over the radio said you can always tell an expert Bridge Player by watching him before he makes a lead. If he pauses before playing, he is probably sizing up the situation and planning his attack or defense. The expert always plans his play. Thus it is with the Ping-Pong expert.

First of all size up your opponent. Is he temperamental? What strokes does he like to play? Has he a real weakness? Your method of attack or campaign may be planned before a match or it may be planned during play. Circumstances may make you switch from one plan to another. The game is lightning fast, therefore, an expert must think fast. Like an expert chess or checker player, a good pongist plays with his head as well as his hands. He gets mental and physical exercise. The following points may help:

1. Do not commence the game by serving too fast or driving too hard. Wait until you have become acclimated and gradually increase the pace of your service and strokes until your normal form is reached.

2. At the moment of striking the ball, whenever possible, give an upward twist to the wrist. This adds pace, makes the ball go nearer the top of the net and come quicker from the table; also if the ball strikes the top of

the net this twist will, in many cases, cause it to roll over. Players who are expert in the use of spin get many net or cord shots.

3. Do not Lawford or slam at every ball. Very few players can Lawford a ball with a low bound and keep it on the table.

4. When your opponent gives you a ball which it is possible to kill, never hesitate from careful motives, but try to win the point outright. Do not be over cautious. Be aggressive and take chances. Carry the attack to your opponent as much as possible.

5. In placing the ball always send it to the spot most inconvenient to your opponent. The most inconvenient spot as a rule is that part of the court he least expects the ball to be returned to. Thus a ball straight at him down the table is very often a more telling stroke than one down one of the side lines. Also it is frequently more effective to place the ball to that part of the table his racket has just left rather than to the side it is being moved towards.

6. Try and outguess your opponent and anticipate the direction of his returns. When you hit with your backhand, your average opponent usually moves over to his left anticipating a ball on his backhand. Fool him by driving with your backhand occasionally down his forehand side line.

7. Do not lob against an opponent who can drive hard from the back line. He will in all probability kill such lobs.

8. Pay just as much attention to your weak points as your strong ones. If possible, get some onlooker who understands the game to point out any fault he may have

noticed. Practice all your weak points as much as possible. **Do not mind losing practice games**, but forget some of your pet strokes during practice and try and take every ball in the manner that happens to be most difficult to you.

9. Always play your best and hardest. Your motto should be **"improvement"**.

10. Do not be content with thinking of the game only when you are playing it. In spare moments try and think out new strokes or methods of play, and then, when next practicing, turn your theories to practical use.

11. Play as many and as large a variety of opponents you possibly can. You will then learn to attack many kinds of defense and to defend many kinds of attack.

12. Deceive your opponents as much as possible as to the direction of your strokes. Practice looking one way and hitting the other. Practice moving your body so as to deceive your opponent as to the direction you intend placing the ball. With practice it will be found possible to move the body in almost any direction and any way, and at the same time to place the ball in any part of the court.

13. Do not play too much or too long at once. After playing for an hour or two the eye and wrist will get tired, and your play will become wanting in variety and sting. Too much play is just as bad as too little. Beware of staleness from overplay!

14. Try practicing by yourself. The service can be improved in this way. Hitting against a wall is also good practice.

15. Do not play when tired, either physically or mentally as it is impossible to play one's best game unless fresh and on the alert.

16. Make sure of easy strokes. Do not play carelessly and do not slash wildly. The missing or "dubbing" of an easy shot raises the morale of your opponent.

17. Variety or an all court game is the secret of success. Change your game so as to suit every opponent. Never play the same game against two different players and if your opponent seems to be mastering you, try another method of tackling him.

THE LAWS OF PING-PONG

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AMENDED 1928

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adopted by

The American Ping-Pong Association

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NOTICE

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THE PING-PONG TABLE. For tournament play the table shall be in surface rectangular, 9 feet in length, 5 feet in width. Its top playing surface shall be stained or painted a dull, dark green with a three-quarters inch white painted line upon its outside edges and lengthwise down its center. The table may be of either the folding or solid design and shall be supported in such a way, when erected for play, that its top, the playing surface, shall be 30 inches above the floor.

For non-tournament or informal play, a folding table top 9 feet x 5 feet or 8 feet x 4 feet, marked exactly as above described, or a smaller table 8 feet x 4 feet, otherwise exactly similar to the tournament table above described, are often used, and most frequently DINING

ROOM tables are utilized satisfactorily, upon which the required lengthwise center line is laid out with tape or twine, or chalk.

THE PING-PONG NET AND POSTS: For tournament play the net shall be 66 inches in length, 5 inches in width with a mesh of $\frac{3}{16}$ inch, colored green and bound with white tape. For non-tournament or informal play the net is of the same width, but the mesh may be green, yellow or white bound with white tape, the length of these nets being of the proper dimensions to suit the particular table utilized.

For tournament play the authorized net is to be attached to the table top by adjustable metal extension posts. When erected the net shall be 4 feet and 6 inches from each end of the table and when adjusted for play, its top edge shall be $6\frac{3}{4}$ inches above the table's playing surface. When so attached, the net divides the table into two courts, each of which is divided into two service courts by the required lengthwise center line upon the table top.

For non-tournament or informal play, the authorized Ping-Pong metal extension posts or the authorized Ping-Pong wooden posts may be used, as is best suited to the type of table employed.

PING-PONG SINGLES.

1. **PING-PONG SINGLES** is the game for two players, who stand, one at each end of the table, racket in hand and strike the ball forward and backward over the net in conformity with the following authorized laws.

2. **THE SERVER AND THE RECEIVER:** The player who first strikes the ball across the net shall be called The Server and his opponent shall be called The Receiver.

3. **THE CHOICE OF ENDS AND SERVICE:** The choice of ends and the right to be Server or Receiver in the first game of every match shall be decided by toss, provided that, if the winner of the toss choose the right to be Server or Receiver, the other player shall have the choice of ends, and vice versa, and provided the winner of the toss may, if he prefers it, require the other player to make the first choice.

4. **THE GAME AND THE SCORING OF POINTS:** A game shall be won by the player who first wins 21 points, unless both players shall have scored twenty points, when the winner of the game shall be he who first wins two points more than his opponent. A match shall consist of the best two out of three games.

5. **THE CHANGE OF ENDS AND THE SERVICE:** After five points the Receiver shall become the Server and the Server the Receiver, and so on after each five points until the end of the game or the score 20 all. At the score 20 all the Receiver shall become the Server, the Server the Receiver, and so on after each point until the end of the game. The player who served first in a game shall be Receiver first in the immediately subsequent game, and so on until the end of a match.

The player who started at one end of the table in a game shall start at the other end in the immediately subsequent game, and so on until the end of the match.

6. **THE ORDER OF PLAY:** The Server shall first make a good service, the Receiver shall then make a good return, and thereafter Server and Receiver shall each alternately make a good return.

7. **A GOOD SERVICE:** The service shall be delivered by the server standing behind his end of the table and projecting or dropping the ball by hand into the air. The ball shall then be struck so that it touches first within the Receiver's right half court or the center line on his side of the net. The service is, of course, made diagonally right to left, then left to right, and so alternately thereafter. Only one ball shall be served. There is no "second or reserved service" as in Tennis.

At the moment of impact of the racket on the ball in service, both shall be behind the end line of the server's court and between an imaginary continuation of the side lines. The ball when struck, shall be below the level of the waist, and behind the end of the table, and within the limits of the width of the table. The service shall be strictly underhand; that is, when the ball is struck, no part of the racket, except the handle, shall be above the wrist. Top spin, side spin and the various other twist serves may of course be used provided the service is kept below the waist. Should the Server when serving miss the ball entirely, the stroke does not count, but should he touch the ball ever so slightly with racket or racket hand, it is a stroke and the ball is in play.

8. **A GOOD RETURN:** A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and touch the

table's playing surface directly within either of the opponent's courts or upon their lines even if it touch the net or its supports on its return.

The ball must be returned in one stroke and **ALWAYS ON THE FIRST BOUND**. In returning the ball any kind of stroke is allowed **EXCEPT VOLLEYING**, i. e., striking the ball before it bounds, which is not permitted at all.

9. **THE BALL IN PLAY:** The ball is in play from the moment at which it is projected or dropped from the hand in service until

(A) It has touched one court twice consecutively, on the same serve or same return.

(B) It has, except in service touched each court alternately without having been struck by the racket intermediately.

(C) It has been struck by either player more than once consecutively.

(D) It has touched either player or anything he wears, or carries, except his racket or his racket hand below the wrist.

(E) It has touched any other object except the net, supports and those above allowed.

10. **A LET:** It is a Let and another ball must be served,

(A) If the ball first served in passing over the net, touch it or its supports, provided the service be otherwise good.

(B) If a service be delivered when the Receiver is not ready, provided always that he may not be deemed to be unready if he attempt to stroke at the ball.

(C) If either player be prevented by an accident not under his control from serving a good service or making a good return.

(D) If either player lose the point owing to an accident not within his control.

11. A FAULT: It is a fault,

(A) If the ball served does not pass over the net and strike the opponent's right hand court or center line.

(B) If the Server violates the law for serving (Rule 7). A fault by the Server is counted as one point in favor of the Receiver.

12. A POINT: Either player shall lose the point

(A) If he fails to make a good service.

(B) If a good service or a good return having been made by his opponent, he fail to make a good return.

(C) If he, or anything that he wears or carries, touches the net or its supports while the ball is in play.

(D) If he, or anything that he wears or carries, moves the playing surface of the table while the ball is in play.

(E) If his free hand touch the playing surface of the table while the ball is in play.

(F) If the ball, in play, comes in contact with him or anything he wears or carries before it shall have passed

over the end lines or side lines and not yet having touched the playing surface on his side of the table since being struck by his opponent.

(G) If a player strike or be struck by a ball within his courts before it has dropped on the table.

13. A DEAD BALL: A ball is dead and ceases to be in play

(A) If a player fails to make a good service, or a good return.

(B) If the ball strikes any object, other than the net and its supports, before it drops on to the opponent's courts.

(C) If either player touch any part of the net or its supports with his racket or with any part of his body while the ball is in play.

(D) If the ball passes the limits of the table without dropping on the table, in which case the point counts against the Server, even though his adversary should strike it or be struck by it.

14. A RALLY: The period during which the ball is in play shall be termed a Rally. The scored result of a rally is termed a Point.

15. PING-PONG TENNIS COUNT FOR SCORING. The Tennis Count is sometimes used in Informal Play instead of the regular Ping-Pong Count, but is not officially recognized for Tournament or Match Competition.

The play is just the same as regular Ping-Pong, except that its scoring is practically the counterpart of that for out-door tennis.

In naming the score, the SERVER (for convenience) is always named first. The first point made counts a player 15, his second 15, making 30, and his third 10, making 40. His fourth point won, wins the game,—(Save in a deuce game).

In counting the score the word “love” according to the custom in ancient games, is used as “nothing”. Thus, if the SERVER, who must name his own score first, loses the first point, he would call “Love, 15” instead of “nothing, 15”. If the SERVER wins the next stroke, it would be 15-15, called “15 all”. If the RECEIVER wins the next point the SERVER would call “15-30” etc.

Whenever both players have 40, the score is called “Deuce”. The next stroke won by either player is scored “advantage” to that player. (If it is the SERVER who has the advantage, it is called “advantage in”. If it is the RECEIVER who has advantage, it is called “advantage out”.) If the player who has “advantage” wins the next stroke, he wins the game, but if he loses the next stroke, the score again becomes “Deuce”. In a “Deuce Game” the player who wins two strokes immediately following the score of “Deuce”, wins the game.

Six Games won by either player, wins a “SET”.

A “Love Set” is represented by the score “6 to 0.”

A DEUCE SET is when both players have won five games. The next game won makes the score “Advantage” to the player winning. Should the other player

win the next game, the "Set-score" returns to "Deuce" again. The Set is WON by the player winning two games in succession immediately following the score of "Deuce".

PING-PONG DOUBLES.

The Game for Four Players

PING-PONG DOUBLES is a game for four players who play Partners in opposing pairs. The laws of play for Ping-Pong Doubles are the same as for Ping-Pong singles, except for the changes made necessary by reason of a pair playing as partners. Thus the pair who have the right to serve the first five services in any game shall decide which partner shall do so, and the opposing pair shall then decide similarly and so around until all four players have served and then the process is repeated until the game is completed.

The server shall make a good service, the Receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the Receiver shall then make a good return, the server shall then make a good return, and thereafter each player alternately in that sequence shall make a good return.

AUTHORIZED EQUIPMENT

Realizing that the greatest enjoyment, the fairest, keenest competition and the finest spirit of fair play can best be insured by complete uniformity of equipment, the following standards in parts and accessories have been adopted and authorized as the best suited for the game Ping-Pong. To guarantee these essential standards of uniformity, all the authorized parts and accessories bear the mark "Ping-Pong".

THE PING-PONG TABLE. For tournament play the table shall be in surface rectangular, 9 feet in length, 5 feet in width. Its top playing surface shall be stained or painted a dull, dark green with a three-quarters inch white painted line upon its outside edges and lengthwise down its center. The table may be of either the folding or solid design and shall be supported in such a way, when erected for play, that its top, the playing surface, shall be 30 inches above the floor.

For non-tournament or informal play, a folding table top 9 feet x 5 feet or 8 feet x 4 feet, marked exactly as above described, or a smaller table 8 feet x 4 feet, otherwise exactly similar to the tournament table above described, are often used, and most frequently DINING ROOM tables are utilized satisfactorily, upon which the required lengthwise center line is laid out with tape or twine, or chalk.

THE PING-PONG NET AND POSTS: For tournament play the net shall be 66 inches in length, 5 inches in width with a mesh of $\frac{3}{16}$ inch, colored green and bound with tape. For non-tournament or informal play the net is of the same width, but the mesh may be green, yellow or white bound with white tape, the length of these nets being of the proper dimensions to suit the particular table utilized.

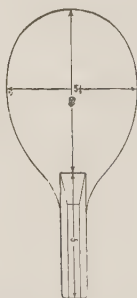
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courts by the required lengthwise center line upon the table top.

For non-tournament or informal play, the authorized Ping-Pong metal extension posts or the authorized Ping-Pong wooden posts may be used, as is best suited to the type of table employed.

THE PING-PONG BALL: For tournament play, non-tournament or informal play, the official ball shall be the Association Ping-Pong Ball, so marked.

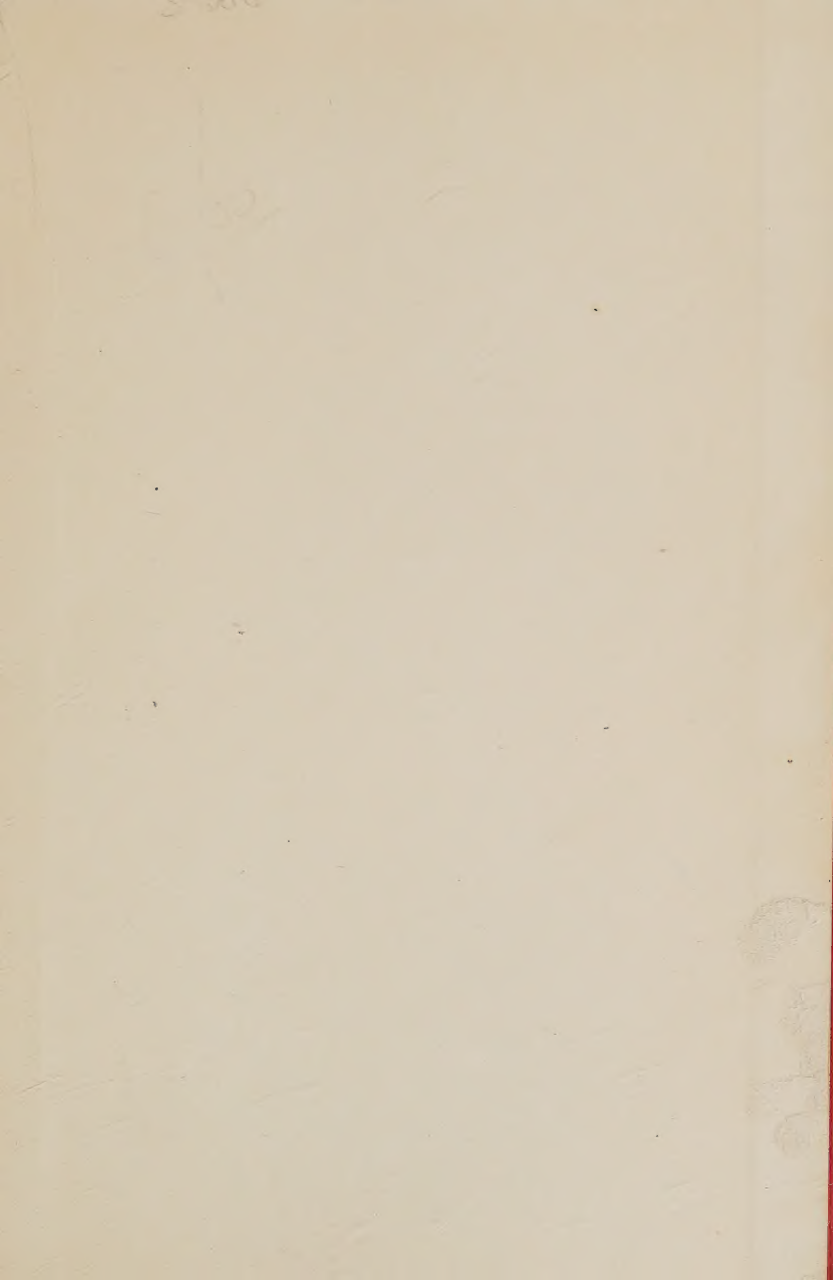
THE PING-PONG RACKET: For tournament, non-tournament or informal play, the Ping-Pong racket shall be of the dimensions illustrated in the following sketch. It may be of plain, unfinished wood, varnished wood, wood with sanded, leather, cork or rubber blades, as suits the preference of the player.



Blade, Width $5\frac{1}{4}$ inches; Length $6\frac{1}{2}$ inches.
Handle, Length 5 inches.



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